

5 Claims

1. A gaming system, comprising:

a gaming server;

10 a plurality of player stations remote from the gaming server, each player station being capable of rendering to a player a simulation of at least one game of chance and enabling the player to place a wager on a turn of the at least one game of chance; and

a communication network capable of providing communication between
15 the gaming server and the plurality of player stations characterised in that

the gaming server records transaction data relating to each wager placed by any player on each turn of the at least one game of chance, the transaction data including at least the size of the wager, the time and date
20 of the wager, an outcome of the turn of the game of chance, a geographic location of the player station on which the wager was placed by the player, and a status of the wager, the status being successful if the outcome of the turn of the game is a favourable outcome, and the status being unsuccessful if the outcome of the turn of the game is not a favourable
25 outcome.

2. A gaming system as claimed in claim 1 in which each player station has a unique identification code.

30 3. A gaming system as claimed in either one of claims 1 or 2 in which the geographic location of any player station is stored in a player station database associated with the gaming server, the player station database being indexed according to the unique identification codes of the plurality of player stations.

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- 5 4. A gaming system as claimed in claim 3 in which the gaming server derives the geographic location of any player station from the player station database by means of the unique identification code of that player station as an index.
- 10 5. A gaming system as claimed in any one of the preceding claims in which the gaming server maintains a register of all players who utilise the gaming system to play the at least one game of chance.
- 15 6. A gaming system as claimed in claim 5 in which the register stores, for each player, a player identity and a corresponding unique code of at least one player identification token.
- 20 7. A gaming system as claimed in claim 6 in which the player identification token is any one of an identification card, a driver's licence, a credit card or a debit card.
- 25 8. A gaming system as claimed in either one of claims 6 or 7 in which each player terminal requires any player to be identified before commencing play of the at least one game of chance, and in which the transaction data relating to any wager includes an identity of the player who placed that wager.
- 30 9. A gaming system as claimed in claim 5 that includes an administration facility communicable with the gaming server by means of the communication network, the administration facility being configurable to determine at least one of:
- 35 (a) a total gross win or loss for each individual player in the register; and
- (b) a total gross win or loss for each one of the plurality of player stations of the gaming system.

- 5 10. A gaming system as claimed in claim 9 in which the administration facility
is still further configurable to determine at least one of:
 (c) a gross win or loss for all player stations whose geographic location
 falls within a selectable geographical area; and
 (d) a total gross win or loss for all the player stations together.
- 10 11. A gaming system as claimed in either one of claims 9 or 10 in which the
administration facility accumulates, in an accumulation account, a
proportion of all wagers placed by any player on any of the plurality of
player stations whose geographic location falls within a selectable
15 geographic area.
12. A gaming system as claimed in claim 11 in which the administration facility
reimburses, out of the contents of the accumulation account, a community
in the selectable geographical area in respect of the gross loss at all
20 player stations whose geographic location falls within the selectable
geographic area.
13. A gaming system as claimed in claim 11 in which the administration facility
reimburses the community in respect of a total of all wagers placed at any
25 player station whose geographic location falls within the selectable
geographic area.
14. A gaming system as claimed in any one of the preceding claims in which
any player station accepts wagers in one of a number of different standard
30 wager denominations, each one of the number of different standard wager
denominations being a predetermined integral or fractional number of units
of credit.
15. A gaming system as claimed in claim 14 that the player station database
35 stores, for each player station, a corresponding standard wager
denomination for wagers placed by the player at that player station.

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16. A gaming system as claimed in claim 15 in which the administration facility derives the wager denomination of any particular player station from the player station database by means of the unique identification code of that player station as an index.

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17. A gaming system as claimed in any one of the preceding claims in which each player station has a processor and a display monitor on which the simulation of the at least one game of chance is rendered to the player.

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18. A gaming system as claimed in claim 17 in which the player station has any one or more of a coin acceptor, a banknote validator, a keypad and a printer.

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19. A gaming system as claimed in any one of the preceding claims in which the communication network is the Internet.

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20. A method of operation of a gaming system, comprising the steps of: providing a gaming server, a plurality of player stations remote from the gaming server, and a communication network capable of providing communication between the gaming server and the plurality of player stations;

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rendering to a player, on a player station, a simulation of at least one game of chance;
enabling the player to place a wager on the turn of the at least one game of chance at the player station;
determining an outcome of the turn of the at least one game of chance;
and

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recording transaction data relating to each wager placed by the player on the turn of the at least one game of chance, the transaction data including at least the size of the wager, the time and date of the wager, an outcome of the turn of the game of chance, a geographic location of the player

- 5 station on which the wager was placed by the player, and a status of the
wager, the status being successful if the outcome of the turn of the game
is a favourable outcome, and the status being unsuccessful if the outcome
of the turn of the game is not a favourable outcome.
- 10 21.A method as claimed in claim 20 in which a unique identification code is
assigned to each player station.
- 15 22.A method as claimed in either one of claims 20 or 21 in which a
geographic location of any player station is stored in a player station
database, the player station database being indexed according to the
unique identification codes of the plurality of player stations.
- 20 23.A method as claimed in claim 22 in which the geographic location of any
player station is derived from the player station database by means of the
unique identification code of that player station as an index.
- 25 24.A method as claimed in any one of claims 20 to 23 that includes a further
step of maintaining a register of all players who utilise the gaming system
to play the at least one game of chance.
- 30 25.A method as claimed in claim 24 that includes a step of storing, for each
player in the register, a corresponding player identity and a corresponding
unique code of at least one player identification token.
- 35 26.A method as claimed in claim 25 in which a player is required to be
identified before commencing play of the at least one game of chance, and
in which an identity of the player who placed a wager is included in the
transaction data relating to that wager.
- 27.A method as claimed in claim 24 in which the gaming system is configured
to determine at least one of:

- 5 (a) a total gross win or loss for each individual player in the registry; and
 (b) a total gross win or loss for each one of the plurality of player stations
 of the gaming system.

10 28. A method as claimed in claim 27 in which the gaming system is still further
 configured to determine at least one of:

- (c) a gross win or loss for all player stations whose geographic location
 falls within a selected geographical area; and
 (d) a total gross win or loss for all the player stations together.

15 29. A method as claimed in any one of claims 20 to 28 which includes a step
 of accumulating, in an accumulation account, a proportion of all wagers
 placed by any player on any one of the plurality of player stations whose
 geographic location falls within a selected geographic area.

20 30. A method as claimed in claim 29 which includes a step of reimbursing, out
 of the contents of the accumulation account, a community in the selected
 geographic area in respect of the gross loss at all player stations whose
 geographic location falls within the selected geographic area.

25 31. A method as claimed in claim 29 in which a community is reimbursed, out
 of the contents of the accumulation account, in respect of a total of all
 wagers placed at any player station whose geographic location falls within
 the selected geographic area.

30 32. A method as claimed in any one of claims 20 to 31 in which wagers are
 accepted in one of a number of different denominations, each one of the
 number of different denominations being a number of predetermined
 integral or fractional number of units of credit.

5 33. A method as claimed in claim 32 that includes a step of storing, for each
player station, a corresponding denomination for wagers accepted at that
player station.

10 34. A method as claimed in claim 33 that includes a step of deriving the wager
denomination of any particular player station from the player station
database by means of the unique identification code of that player station
as an index.